

The Barney Bear Goes Camping Story

Barney Bear and his family have decided to go on a camping trip. Barney Bear is very excited, and has his camera ready and loaded with film. The program will ask if you want to go hear a story or go to a ranger talk. If you select the story book in the upper left corner, the game will start with Barney Bear at the campsite with his parents. If you select the pine tree, the game will skip the story and go directly to the ranger talk for stories and games.

The story begins just as Barney Bear, his father, and his dog Skippy are about to go on a walk in the woods. Along the way, you'll see lots of animals. To find out about an animal, move the hand pointer onto it and press the A button. To move through the story select Skippy.

Taking Pictures - During the walk, a small camera is pictured in the lower right-hand corner of the picture. To take a picture, select the camera. The picture will turn black except for a rectangular 'viewfinder' area. Use the arrow keys on the controller to move the viewfinder, and when you find the picture you want, press the A button to take the picture. You may take up to 24 pictures during the walk.

The Ranger Talk

After Barney Bear returns to the campsite, they all go to the ranger talk. Ranger Bob is standing to the right of the screen, and the slide projector is in the lower right. Ranger Bob always has some fun nature facts that he would like to tell you. Each time you select Ranger Bob he'll tell you a new nature fact. This screen is also the menu for going to games and activities.

The Slide Projector

The slide projector is used to move to other activities. Each of the slides projected onto the screen shows a different game or activity. Use the two arrows on the slide projector to move through the seven different activities. When you get to the one you want, select the screen or the button between the two arrows. The seven activities are:

Matching - When you select this slide, you enter the matching game. Four pictures are displayed in the middle of the screen. Select the one that is different. After three times you'll return to the ranger talk.

Footprints - When you select this slide, you enter the footprints game. A picture of an animal appears at the top of the screen. The name of the animal is spoken, and printed at the bottom of the screen. In the middle of the screen are 5 sets of tracks, or footprints. Select the footprints of the animal pictured. After three times you'll return to the ranger talk.

Although many of the tracks look similar, a little deductive reasoning will help children narrow down the choices. Does the animal spend a lot of time in the water? Does it pick up its food? Does it have hooves?

Dot-to-Dot - When you select this slide you enter the dot-to-dot game. A dot-to-dot picture appears on the top of the screen and some buttons appear below. The dot-to-dot image is completed by selecting each numbered dot, starting with number 2.

The two arrow buttons on the lower left can be selected to move forwards and backwards through the dot-to-dot pictures. The black dot button on the lower right is used to turn on the red-dot feature. When selected, the next dot in the dot-to-dot picture will turn red. As each dot is selected, the next will turn red. Selecting the dot button again will turn off this feature. The quit button returns you to the ranger talk.

Mazes - When you select this slide you enter the maze game. The first screen allows you to select your choice of a easy, medium or hard maze. The maze is then drawn on the screen. The squirrel wants to find his acorn! You have to help move the squirrel (the little set of footprints) through the maze to the acorn. To move, select one of the direction arrows in the middle of the screen. After you reach the acorn you return to the ranger talk. You can also use the quit button to return to the ranger talk at any time.

Photo Show - When you select this slide, you get to watch a slide show of the pictures you took during your walk. To move from picture to picture, press the A button (it doesn't matter where on the screen you are.) After all of the pictures have been displayed, you return to the ranger talk menu screen.

Shadow Game - When you select this slide, you enter the shadow game. A picture of an animal appears at the top of the screen. In the middle of the screen are 5 different shadows or outlines. Select the shadow that matches the outline of the animal pictured. After three times you'll return to the ranger talk.

Painting - When you select this slide, you enter the painting program. After a few words, the picture of Barney Bear and the deer will be drawn with no color. To paint areas of the picture, move the hand to the area you want to paint and press the A button. That area will then fill with color. The brush just to the right of the picture shows the current color selected. To pick a new color, move the hand pointer to a new color in the paint box on the right and press the A button. The paintbrush will change to show you color you have selected. Below the picture are ten buttons that you can select. Here is the function of each:

Right & Left Arrows: Move through pictures.

Color squares: Cycle the colors in the picture. Select a second time to stop cycling.

Square: Erase the current picture.

Squiggly Line: Turn on freehand drawing. To draw, press and hold the A button for a thin line or the B button for a thick line.

Straight Line: Turn on line drawing. Move the hand pointer to the starting point of your line, press and hold the A button and move the pointer to where you want the line to end. When you release the A button, the line is drawn. To draw rays, move the hand pointer to the center of the rays, press and hold the B button and move the pointer.

Box: Turn on box drawing. Move the hand pointer to where you want a corner of the box, press and hold the A button, and move away from the corner until the box is the size and shape you want. The box is drawn when you release the button. Use the B button for thicker boxes.

Circle: Turn on circle drawing. Move the hand pointer to where you want the center of the circle, press and hold the A button and move away from the center. The circle is drawn when you release the button. To draw ellipses, use the B button.

White Circle: Turn on the eraser. Press and hold the A button for a fat eraser, or the B button for a thin eraser.

Stop Sign: Quit the painting program and go back to the ranger talk.

Saying Goodbye

To quit the game, press one of the arrows on the slide projector until the Goodbye slide appears. Click on the screen. A picture will appear asking if you want to say goodbye. Click YES to quit, or NO to go back to the ranger talk.